TCOM 630 STORY DESIGN AND DEVELOPMENT Fall 2007 Course Information

Instructor: John C. Dailey, Ph.D.

CM 273 - 765.285.1075

E-Mail: jdailey@bsu.edu

Web Site: http://jdailey.iweb.bsu.edu/

Office Hours: TR 9:45-10:45, W 2:00-5:00 and by appointment, 273 Letterman Building

Home Phone: 765.286.5776, please leave a message between 9am - 9pm

Classroom / Class time: BC 209 (VIA 2), T, 5:30-8:20 pm Class Blog Site: http://jdailey.iweb.bsu.edu/weblog/630/

Required Text:

Wardrip-Fruin, N. & Harrigan, P. (2006). The Story Factor: Inspiration, Influence, and Persuasion Through the Art of Storytelling.

Basic Books. ISBN: 978-0-465-07807-3

Academic Dishonesty:

Academic dishonesty includes but is not necessarily limited to the following:

- A. Cheating or knowingly assisting another student in committing an act of cheating or other academic dishonesty.
- B. Plagiarism which includes but is not necessarily limited to, submitting examinations, or other material as one's own work when such work has been substantially copied from another or prepared as the product of a group experience.

Any student who commits an act of academic dishonesty will be dismissed from the course with a failing grade.

Class Attendance:

Absences are highly discouraged in this class. If you are absent because of a very serious illness or major family emergency on the day when an assignment is due, you must notify the instructor as soon as possible.

Disability Accommodation:

If you need course adaptations or accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible. My office location and hours are TR 9:45-10:45, W 2:00-5:00 and by appointment: 285-1075.

STORY DESIGN AND DEVELOPMENT: OVERVIEW

... Examines various approaches to the storytelling process. Emphasizes the practice of storytelling for various goals. Students will participate in a community service project that involves the creation of digitally-based stories.

TCOM 630: Story Design And Development

Fall 2007 - Dailey

QUALITATIVE EVALUATION CRITERIA

Note: Your final grade in this course is determined by overall performance, **not** through the simple result of adding points together.

Discussion: Percent Creation / Presentation:

Class Blog 20.0 Stories (10x) 50.0

Group Projects (due December 11th) 30.0

TOTAL 100%

A = 90-100% B = 80-89% C = 70-79% D = 60-69% F = Below 60%

COURSE SCHEDULE (may be revised to meet the needs of the class...)

Date Week 1	The Story Factor	In-Class	Activity
August 21		What I Did	Intro to Class
Week 2 August 28	Chps. 1 & 2	Storytelling	Intro to Projects & Blog
Week 3 September 04	Chp. 3	Storytelling	Planning on Blog
Week 4 September 11	Chp. 4	Storytelling	Planning on Blog
Week 5 September 18	Chp. 5	Storytelling	Planning on Blog
Week 6	·		
September 25 Week 7	Chp. 6	Storytelling	Planning on Blog
October 02 Week 8	Chp. 7	Storytelling	Planning on Blog
October 09 Week 9	Chp. 8	Storytelling	Planning on Blog
October 16 Week 10	Chp. 9	Storytelling	Planning on Blog
October 23	Chp. 10	Storytelling	Planning on Blog
Week 11 October 30	Chp. 11	Storytelling	Planning on Blog
Week 12 November 06			Production
Week 13 November 13			Production
Week 14 November 20	"FRUESDAY"		NO CLASS
Week 15			
November 27 Week 16			Production
December 4 Finals Week			Production Project Showcase